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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

APPLICANT(S): Marek Gawel EXAMINER: Lim, Seng Heng
SERIAL NO.: 10/575,387 GROUP ART UNIT: 3714
FILED: May 14, 2007 DATED: July 19, 2010
FOR: DOORFRAME FOR GAMING MACHINE

Mail Stop: Appeal Brief-Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

APPELLANTS' BRIEF

Sir:

This appeal is taken in view of the rejection of the claims in the Office Action dated
January 20, 2010.

CERTIFICATE OF EFS-WEB TRANSMISSION

I hereby certify that this correspondence is being transmitted to the United States Patent and Trademark Office via the Office's electronic filing system on July 19, 2010.

Dated: July 19, 2010

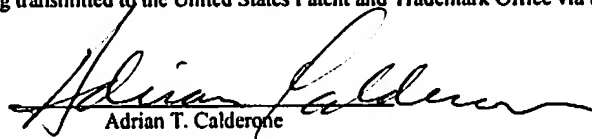

Adrian T. Calderone

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CASES

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Real Party in Interest

This application is assigned to Novomatic AG, Wiener Strasse 158, 2352
Gumpoldskirchen, Austria.

Related Appeals and Interferences

None.

Status of Claims

The Examiner has rejected claims 6 and 8-29. The claims to be examined on this Appeal are claims 6 and 8-29.

Status of Amendments

No amendments were made after the Office Action of January 20, 2010.

Summary of Claimed Subject Matter

The present invention relates to a doorframe that uses angled display areas in a single frame to allow more than one display means to be mounted or placed behind the door with the viewing area facing outward. This allows a player to more comfortably view a multiple-display gaming machine from a single location while at the same time, allows attendants or engineers working on a gaming machine to more readily access the internal workings of the gaming machine by having to only open a single door. A summary of the claims is set forth below in Table I. See also, Figs. 1-5 of the drawings.

TABLE I

CLAIMS	SUPPORT
6. Gaming machine, comprising a gaming machine cabinet (10) and a doorframe (15) hingedly attached thereto and pivotally movable around a substantially vertical edge between an open position and a closed position, at least two display monitors (28a, 28b) affixed to said doorframe (15) or said gaming machine cabinet (10) to be viewable through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in the closed position, wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other and are fixedly attached to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by a substantially vertical hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto relative to said gaming machine cabinet (10), and said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) running from one edge of the doorframe (15) to the other, wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) positioned above said game control panel (20), and wherein both the display monitors (28a, 28b) and the game control panel (20) are simultaneously moved to the open position relative to said gaming machine cabinet (10) upon opening of the doorframe (15) to provide access for maintenance to back sides of the display monitors (28a, 28b) and game control panel (20) and to interior components of the gaming machine cabinet (10).	See, Fig. 1; specification page 5, lines 4-20 wherein the cabinet gaming console (10), display monitors (28a, 28b), doorframe (15), and control panel (20) are described.

8. Gaming machine according to claim 6, wherein at least one of said two display monitors (28a, 28b) is a cathode ray tube monitor.	Page 3, last paragraph.
9. Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).	Page 5, first 2 lines of the last paragraph.
10. Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.	Page 6, lines 3-12.
11. Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.	Page 6, last paragraph.
12. Gaming machine as claimed in claim 6, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).	Page 3, lines 15-20; page 5, lines 6-9; Fig. 1.
13. Gaming machine according to claim 6, wherein said two display monitors (28a, 28b) are affixed to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by a hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto, relative to said gaming machine cabinet (10).	Page 4, lines 8-11.
14. Gaming machine according to claim 13, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).	Page 5, last paragraph.

15. Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).	Page 5, last paragraph.
16. Gaming machine according to claim 8, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).	Page 5, last paragraph.
17. Gaming machine as claimed in claim 16, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.	Page 6, lines 3-12.
18. Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.	Page 6, lines 3-12.
19. Gaming machine as claimed in claim 8, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.	Page 6, lines 3-12.

<p>20. Gaming machine as claimed in claim 13, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.</p>	<p>Page 6, lines 3-12.</p>
<p>21. Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.</p>	<p>Page 6, last paragraph.</p>
<p>22. Gaming machine as claimed in claim 8, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.</p>	<p>Page 6, last paragraph.</p>
<p>23. Gaming machine as claimed in claim 13, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.</p>	<p>Page 6, last paragraph.</p>
<p>24. Gaming machine as claimed in claim 23, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).</p>	<p>Page 3, lines 15-20.</p>
<p>25. Gaming machine as claimed in claim 20, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).</p>	<p>Page 3, lines 15-20</p>

<p>26. Gaming machine, comprising: a gaming machine cabinet and a doorframe hingedly attached thereto, said doorframe being pivotably moveable around a substantially vertical edge between an open and closed position with respect to the gaming machine cabinet; at least three display panels in a vertical contiguous relationship affixed to said doorframe or said gaming machine cabinet to be viewable through at least one opening in said doorframe when said doorframe is in a closed position, wherein each of said at least three display panels is oriented at an obtuse angle with respect to the adjacent display panel.</p>	<p>Page 5, lines 4-20; Fig. 4; and page 6, lines 13-18.</p>
<p>27. A gaming machine comprising: a gaming machine cabinet (10) and a doorframe (15) attached thereto, at least two display monitors (28a, 28b) placed behind said doorframe (15) at an interior space of said cabinet so as to be viewed through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in its closed position, wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other, and wherein said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) extending laterally from one side edge of the doorframe (15) to another side edge, wherein said two display monitors (28a, 28b) are securely affixed to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by means of a vertical hinge extending along the full length of one side of the doorframe so as to open and close said doorframe together with the two display monitors (28a, 28b) and the game control panel (20) relative to said gaming machine cabinet (10), and wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) which are positioned above said game control panel (20), wherein said doorframe includes a rim extending upright alongside of the monitors (28a, 28b) and the game control panel (20), said rim having a straight edge along the entire doorframe height, and snugly fitting to the gaming machine cabinet (10), wherein said hinge is affixed to the full length of said rim and an inner wall of the gaming machine cabinet (10) and said hinge having a reinforcement to support the weight of the doorframe with the monitors and the game control panel affixed thereto.</p>	<p>Fig. 1; page 5, lines 4-20; page 4, lines 8-14.</p>

<p>28. The gaming machine of claim 27 wherein at least one of said display monitors (28a, 28b) is a cathode ray tube monitor.</p>	<p>Page 3, last paragraph.</p>
<p>29. The gaming machine of claim 6 wherein the display monitors define respective planes oriented to each other at an angle and meeting at a vertex, said vertex being located behind the doorframe.</p>	<p>Figs. 1-3.</p>

Ground of Rejection to be Reviewed on Appeal

The issues raised by the rejections are as follows:

1. Whether claims 6 and 8-27 are rendered obvious under 35 U.S.C. §103(a) over GB2326505A1 ("Palmer") in view of U.S. Pub. No. 2004/0018870A1 ("Cole") and U.S. Pub. No. 2004/0061284A1 ("Sato").

Argument

- I. The Rejection of Claims 6 and 8-27 Under 35 U.S.C. §103(a) as being Obvious Over Palmer (GB2326505) in View of Cole (US Pub. No. 2004/0018870) and Satoh (US Pub. No. 2004/0061284)
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Palmer is directed to an entertainment machine including a serial bus and is cited for disclosing, *inter alia*, a gaming machine cabinet (1), a doorframe (7) hingedly attached to the cabinet, at least one opening (19) and a game control panel (12). See, Fig. 1.

Cole is directed to display and door shock mounting configurations for gaming machines and discloses, *inter alia*, that standard gaming machine cabinets can include a CRT video monitor. See, e.g., paragraph [0036].

Satoh is directed to a gaming machine and discloses an embodiment having a door (14) which is connected to a housing 92) by means of a vertical hinge (16). See, Figs. 6A and 6B.

Even if these references are combined the presently claimed invention would not be disclosed or suggested.

A. Claims 6 and 9-27

Independent claim 6 is directed to a gaming machine including, *inter alia*,

1. A doorframe hingedly attached to a gaming machine cabinet and pivotally movable between an open and closed position around a substantially vertical edge.
2. Two display monitors positioned one above the other at an obtuse angle wherein the display monitors are fixedly attached to the doorframe.
3. A game control panel running from one edge of the doorframe to the other and being inclined with respect to the two display monitors positioned above it.

Palmer does not disclose or suggest a doorframe pivotally movable around a vertical edge. Cole, as well as Satoh, does disclose a gaming machine cabinet with a vertically hinged door.

However, none of the cited references discloses or suggests (a) two display monitors fixedly attached to the doorframe and positioned one above the other at an obtuse angle and (b) a game control panel inclined with respect to the two display monitors positioned above it.

As admitted in the Office Action, Palmer does not disclose two display monitors affixed to a doorframe.

Cole discloses a single liquid crystal display affixed to a vertically hinged door, as shown in Figs. 4 and 5. However, Cole does not disclose or suggest two display monitors positioned one above the other at an obtuse angle, as recited in claim 1.

The Office Action states that Palmer discloses

...at least two display panels of peripheral devices such as monitors affixed or mounted to said front wall structure (Page 8, lines 8-9) to be viewable through at least one opening (19; Fig. 1) in the front wall structure when it is in the closed position, wherein the two display monitors are positioned one above the other at an angle relative to each other (Page 3, line 17 - Page 4, line 6 and lines 19-21)...

Appellant respectfully disagrees with the Examiner's characterization of Palmer. In contrast to the presently claimed invention Palmer does not disclose display monitors affixed to the front door frame. Referring to Palmer page 3, line 15 to page 4, line 6, and to page 4, lines 19-21, and page 8, lines 8-9 of Palmer, what Palmer states in these passages does not support the assertion that two display monitors are affixed to the doorframe of the palmer device. At page 3, line 15 to page 4, line 6 what Palmer states is as follows:

The control system of the invention may be used with any suitable kind or construction of entertainment machine. Most preferably, however, the machine has a cabinet with a main body part and a front wall structure comprising a mounted display panel with at least one said

peripheral device associated therewith, which front wall structure can be moved relative to the said body part to open the cabinet for access to the interior thereof, whereby the (or at least one) said serial bus extends within the cabinet between the control unit mounted in the body part and the (or each) said peripheral device associated with the said display panel.

With this arrangement, the control system of the invention can be particularly advantageous. It is common practice to associate multiple peripheral devices with front panels of entertainment machines and the minimised cabling arrangement of the invention facilitates installation in this context.

Palmer discloses multiple panels at page 4, lines 19-21:

The front wall structure may incorporate a single said panel or multiple panels e.g. two panels one above the other if desired at an angle to each other whereby the bottom panel projects forwardly.

Palmer, at page 8, lines 8-11 states:

Also in the upper part 9 of the cabinet 1 behind the upper panel 11 there is mounted a display unit 27 comprising a bank of lamps 28, behind a printed track of a feature game. The bank of lamps 28 is fixed between the side walls 3.

Palmer does not disclose display monitors affixed to the doorframe. Rather, Palmer discloses flat glass panels 11, 12 on the door. (Palmer, page 7, lines 1-3). However, these are windows, not display monitors, and define window areas 19, 20. (Page 7, lines 13-14). Palmer discloses peripheral devices associated with the front panel. However, the only such devices disclosed are press buttons 31 and slot 32. (Page 8, lines 16-17). The lamps 28 are disclosed as being behind the upper panel 11. However, these lamps are fixed between the side walls 3 and therefore cannot be fixed also to the front door. In fact, Palmer explicitly states that all components 27-35 are separate from the front wall structure 7 to permit its opening. (Palmer, page 8, lines 20-22).

Satoh likewise makes no disclosure of two display monitors fixedly attached to a vertically hinged door frame and positioned one above the other at an obtuse angle. Satoh

discloses a single display panel (18) in the doorframe (14) which is backlit with a lighting box (26). The display panel (18) is merely a plate of transparent material (see, paragraph [0049] and has a plate (36) provided thereon with information about the gaming machine. See, paragraph [0055]. In contrast to the presently claimed invention, the display panel is positioned below the control panel and is not a display monitor such as contemplated by the present invention.

As stated in *KSR International v. Teleflex*, 82 U.S.P.Q.2d 1385, 1395 (2007), a rationale to support a conclusion that a claim would have been obvious is that all the claimed elements were known in the prior art and one skilled in the art could have combined the elements as claimed by known methods with no change in their respective functions, and the combination would have yielded nothing more than predictable results. In the present instance, even if the cited references were to be combined as suggested in the Office Action, essential elements of the claims would not be disclosed or suggested. Accordingly, the rejection does not raise even a *prima facie* case for obviousness and should be withdrawn.

B. Claim 8

Claim 8 depends from claim 6 and is separately patentable.

Claim 8 recites that at least one of the two display monitors is a cathode ray tube (CRT) monitor.

Cole is cited for disclosing that the display monitor can be a CRT monitor. However, Cole in effect teaches away from the use of CRT monitors, preferring instead to use liquid crystal displays (LCD). Cole refers to a “standard gaming cabinet, such as in a video gaming device employing a CRT.” However, the Cole device is considerably thinner because of the use of a LCD screen. Cole states at paragraph [0067]: “It will be appreciated that such displays do

not include current CRT type displays which have depths on the order of 10-20 inches or more and are very heavy.”

Cole nowhere discloses or suggests that a CRT monitor can be affixed to the openable doorframe of a gaming machine. Indeed, Cole acknowledges that CRT monitors are heavy. One skilled in the art would not find any motivation in Cole or any of the other cited references to fixedly attach a CRT monitor to a doorframe vertically hinged to a gaming cabinet, as required by claim 8. Claim 8 is submitted to be even further distinguishable over the cited art. Accordingly, the rejection does not raise even a *prima facie* case for obviousness and should be withdrawn.

CLAIMS APPENDIX
Claims on Appeal

6. Gaming machine, comprising a gaming machine cabinet (10) and a doorframe (15) hingedly attached thereto and pivotally movable around a substantially vertical edge between an open position and a closed position, at least two display monitors (28a, 28b) affixed to said doorframe (15) or said gaming machine cabinet (10) to be viewable through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in the closed position, wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other and are fixedly attached to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by a substantially vertical hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto relative to said gaming machine cabinet (10), and said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) running from one edge of the doorframe (15) to the other, wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) positioned above said game control panel (20), and wherein both the display monitors (28a, 28b) and the game control panel (20) are simultaneously moved to the open position relative to said gaming machine cabinet (10) upon opening of the doorframe (15) to provide access for maintenance to back sides of the display monitors (28a, 28b) and game control panel (20) and to interior components of the gaming machine cabinet (10).

8. Gaming machine according to claim 6, wherein at least one of said two display monitors (28a, 28b) is a cathode ray tube monitor.

9. Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

10. Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

11. Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

12. Gaming machine as claimed in claim 6, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

13. Gaming machine according to claim 6, wherein said two display monitors (28a, 28b) are affixed to said doorframe (15) and said doorframe (15) is supported on said gaming

machine cabinet (10) by a hinge to open and close said doorframe together with the two display monitors (28a, 28b) affixed thereto, relative to said gaming machine cabinet (10).

14. Gaming machine according to claim 13, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

15. Gaming machine according to claim 6, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

16. Gaming machine according to claim 8, wherein said doorframe (15) comprises two separate open portals (17a, 17b) with an obtuse angle therebetween to allow viewing of the two display monitors (28a, 28b).

17. Gaming machine as claimed in claim 16, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

18. Gaming machine as claimed in claim 6, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

19. Gaming machine as claimed in claim 8, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

20. Gaming machine as claimed in claim 13, comprising one open portal (32) provided for at least two display monitors, said open portal including a section (32a, 32b) for each display means to be viewed therethrough, each section having a pair of left and right sides being substantially equal in angle, and a pair of top and base sides being substantially horizontal, either the top or base side of each section being substantially shared by another section of said open portal, and said pair of left and right side angles for each section at an obtuse angle to at least one

other section of said pair of left and right sides when said doorframe (15) is viewed from the front.

21. Gaming machine as claimed in claim 6, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

22. Gaming machine as claimed in claim 8, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

23. Gaming machine as claimed in claim 13, wherein said doorframe (15) has more than one open portal to view said at least two display monitors, each open portal (17a, 17b) has a pair of left and right sides being substantially equal in angle, and a pair of substantially horizontal top and base sides, and each open portal of said pair of left and right sides being at an obtuse angle to at least one other open portal of said pair of left and right sides when said doorframe is viewed from the front.

24. Gaming machine as claimed in claim 23, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

25. Gaming machine as claimed in claim 20, wherein access to said at least two display monitors (28a, 28b) is achieved only by opening said doorframe (15).

26. Gaming machine, comprising:

a gaming machine cabinet and a doorframe hingedly attached thereto, said doorframe being pivotably moveable around a substantially vertical edge between an open and closed position with respect to the gaming machine cabinet;

at least three display panels in a vertical contiguous relationship affixed to said doorframe or said gaming machine cabinet to be viewable through at least one opening in said doorframe when said doorframe is in a closed position, wherein each of said at least three display panels is oriented at an obtuse angle with respect to the adjacent display panel.

27. A gaming machine comprising:

gaming machine cabinet (10) and a doorframe (15) attached thereto, at least two display monitors (28a, 28b) placed behind said doorframe (15) at an interior space of said cabinet so as to be viewed through at least one opening (17a, 17b) in said doorframe (15) when said doorframe (15) is in its closed position,

wherein said two display monitors (28a, 28b) are positioned one above the other at an obtuse angle relative to each other, and

wherein said doorframe (15) is provided below said two display monitors (28a, 28b) with a game control panel (20) extending laterally from one side edge of the doorframe (15) to another side edge,

wherein said two display monitors (28a, 28b) are securely affixed to said doorframe (15) and said doorframe (15) is supported on said gaming machine cabinet (10) by means of a vertical hinge extending along the full length of one side of the doorframe so as to open and close said doorframe together with the two display monitors (28a, 28b) and the game control panel (20) relative to said gaming machine cabinet (10),

and wherein said game control panel (20) is inclined with respect to the two display monitors (28a, 28b) which are positioned above said game control panel (20),

wherein said doorframe includes a rim extending upright alongside of the monitors (28a, 28b) and the game control panel (20), said rim having a straight edge along the entire doorframe height, and snugly fitting to the gaming machine cabinet (10), wherein said hinge is affixed to the full length of said rim and an inner wall of the gaming machine cabinet (10) and said hinge having a reinforcement to support the weight of the doorframe with the monitors and the game control panel affixed thereto.

28. The gaming machine of claim 27 wherein at least one of said display monitors (28a, 28b) is a cathode ray tube monitor.

29. The gaming machine of claim 6 wherein the display monitors define respective planes oriented to each other at an angle and meeting at a vertex, said vertex being located behind the doorframe.

Evidence Appendix

None

Related Proceedings Appendix

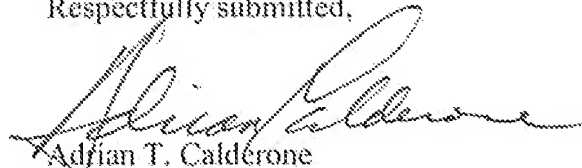
None

CONCLUSION

For at least the reasons stated above, all of the claims are submitted to be patentable.

Reversal of the rejection by the Board is respectfully requested.

Respectfully submitted,

A handwritten signature in black ink, appearing to read "Adrian T. Calderone", is written over the typed name.

Adrian T. Calderone

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